

## **Squash Regulations**

### **GNSK 2026**

#### **1. Team composition and eligibility**

1. Each Student Sport Council (OSSO) or city can register a maximum of 2 teams. A team consists of 4 players, namely 2 women and 2 men. The first team registered per OSSO or city always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the second team. Since only 4 courts are available this year, the total number of subscriptions is limited. In the case of too many second team subscriptions, participation will be based on the order of registration.

2. The registered participants of an OSSO/city may only consist of students who meet the conditions set out in the Right of participation GNSK 2026. If these rules are violated, all results of this participant will be deleted. If an unauthorized participant takes part in the GNSK, a fine of €200 will be charged to the OSSO/representative organization in the city for which that participant is competing.

3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).

4. The team lineup must be provided to the squash committee before the start of each team match. If an OSSO or city sends two participating teams, players cannot be swapped or participate in the other team. If this happens, article 2 of the team composition and eligibility applies.

5. The tournament covers Friday, Saturday and Sunday, and all players from a team are expected to be present on all three days. The absence of a teammate automatically results in lost matches. These matches may not be played extra by another team member.



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## 2. Match provisions

1. The preliminary rounds are played in groups. The group allocation is determined by a draw, in which teams can qualify for the finals bracket in accordance with the Implementation Regulations Placement GNSK 2026. Where possible, teams from the same OSSO or city are distributed across different groups. Prior to the draw, the squash committee determines how many teams per group qualify for the finals bracket, which is played in a knockout system.

2. The entire tournament is played in a team setting. A team game consists of the following 7 games: 1st and 2nd women's singles, 1st and 2nd men's singles, 1 women's doubles, 1 men's doubles, 1 mixed doubles. An order for these 7 games will be provided by the squash committee and this order may only be changed if both teams agree to this and if the squash committee is notified about the change. The team captain is obligated to arrange the players in the men's singles event in order of decreasing personal ranking or playing strength. Players with the same playing strength can be arranged in any order.

3. If a team does not have enough eligible players, matches are played for which eligible players are available. The 1st singles match must be played and the 2nd singles match must be forfeited. The result of a forfeited match is 2-0 (11-0, 11-0) in favor of the other team.

4. All matches are played according to the best-of-three game system, except for the semi-finals, third place match and finals, where a best-of-five game system is used. The squash committee may decide to play the semi-finals, third place match and finals in a best-of-three game system if deemed necessary.

5. Each won game counts as one point. A match between two players can end with a score of 2-1 or 2-0. The final result of the team match is determined by adding up all the won games.



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6. In the event of a tie in points for two or more teams in a group, the order is determined as follows:

- I. Game difference (number of games won minus games lost);
- II. Head-to-head result (only if two teams are tied);
- III. Point difference (points won minus points lost);
- IV. Number of games won; V. Number of points won.

7. The player(s) registered in the team must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

8. Players must confirm their presence to the squash committee on each day of the tournament.

9. Players that forfeit a match in the knockout phase are excluded from participating in the match for third place.

10. In addition to playing matches, players must serve as referees in matches between two other teams. Non-playing teams must designate a referee according to a schedule provided by the organization.

11. The organization will provide a match ball for each match (two yellow dots). The match balls are to be left on the squash court after a match.

## **2.1 Match provisions singles**

1. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

## **2.2 Match provisions doubles**

1. Playing with glasses is mandatory. Squash glasses are provided by the organization, but it is also allowed to use your own (squash) glasses. Not using squash glasses will result in losing the match.



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2. Each team has a player A and a player B. Before the match starts, teams determine which player in the team is player A and which is player B. These designations determine the order of the service and which player receives the service on which side. Player A will serve first of the two players in each game. The players also choose a side of the court from which they will receive the service of the other team. For example: player A always receives the service on the left side. Both the order of serving and the side on which the service is received remain the same throughout the match.

3. Team 1 starts with player A serving. Choosing a side for the service is the same as in singles. The receiving player of Team 2 is the only one in the receiving service box. The other two players are in the box with the player serving. The non-serving player of the serving team (in the first rally this is player B of Team 1) has priority for a position on the "T" and may therefore stand in front of another player. This non-serving player must be within one step of the T. If the non-serving player does not use this priority, the receiving team may claim the "T".

4. The serving player must execute her or his stroke in such a way that the other players can stand around the T.

5. All situations that would be considered a Stroke in singles become a Let in doubles. One exception to this is when a player plays the ball against themselves or their teammate. These situations still result in a Stroke.

6. Playing through the middle automatically results in a Let since often one or more players will be positioned between the ball and the front wall. Abusing this rule will result in losing the point.

7. Matches are played using the PAR-11 scoring system, with the adjustment that a point difference of 2 is not required. If a game has an intermediate score of 10-10, the team that scores the next point wins the game.

### 3. Closing Provisions

1. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

2. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.



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3. The organization is not responsible for theft before, during, or after the competition.

4. In all cases, the squash committee reserves the right to make a binding decision that does not necessarily correspond to the above. This decision is in accordance with the documents mentioned in article 5 of the final provisions and cannot be implemented without the consent of the GNSK committee and/or SSN.

5. In all cases not covered by this regulation, the rules and provisions of the SSN Event Regulations 2026 and [regulations of the SBN](#) apply.



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